CHANNEL F™

FAIRCHILD VIDEO ENTERTAINMENT COMPUTER

VIDEOCART™-23

GALACTIC SPACE WARS

TO PLAY: PRESS RESET
Stars will appear for **Galactic Space Wars**
Object—to find enemy ships and fire upon them before they fire upon you

Hand controller action, push:
- Left—stars move left
- Right—stars move right
- Fwd—stars move up
- Back—stars move down
- Down—Laser fires

Lunar lander
Press button No. 2
Object: to soft-land ship on platform without crashing—limited fuel supply

Hand controller action, press:
- Fwd—engines fire
- Left—moves ship left
- Right—moves ship right.

GALACTIC SPACE WARS
VIDEOCART 23

On Your Mark

Test your ability in searching and tracking enemy space ships with the use of an instrumentation readout as well as visually searching. This game will keep you out in space. You can play against the computer or a friend. If you've had enough of playing hide and seek, bring your lunar lander down into a soft landing without crashing.

Get Set

Insert the cartridge into your unit with the edge label toward you and top label facing up. Press the reset button.

Go

The screen will automatically show the Galactic Space War screen of stars moving out from the center. The screen is the front window of your space ship in which you visually search out the enemy. At the bottom of the screen are 4 sets of numbers.

On the far left are the range coordinates of the enemy space ship. It corresponds to an X and Y axis graph. In moving your screen left or right you are in the Y axis. You are trying to get the coordinates to register 00. In this way you will locate the enemy ship. The second set of numbers is the time limit. It is automatically programmed for 99 units of time, (not necessarily seconds but time units).

The third set of numbers is the player's score against the enemy. Certain targets are worth more points than others. The small fighter is worth 1 point. The battle ship is worth 2. The freighter is 3 points and the star ship is worth 4 points. Every time a hit is scored it will register in red on that set of numbers. The last set of numbers on the right is the enemy's score. It scores 1 every time a hit is made. The enemy can score a hit from certain coordinates but mainly fires from the center of the screen at or close to the point where the player's lasers cross when fired.

The Game

For one player, push reset. The game automatically sets up. The right hand control controls the searching ship and fires the lasers that are seen meeting at a point in the middle of the screen. The object is to put the enemy ship within this area, push down on the hand control to fire the lasers and score by hitting the enemy ship. By pushing the hand controller to the left the stars move left. By pushing the hand controller to the right, the stars move right. The same is true whether you push the hand controller up or down (i.e. stars move up or down).

For 2 players:

Push reset. The player with the right hand controller guides the search ship and fires the lasers as if playing the one player game.

The player with the left hand controller maneuvers the enemy ship and can either try to stay hidden or get into position for firing at the search ship. The enemy does not control the firing. The computer fires the laser while the player tries to keep his ship from being hit by the opponent. Both players know where the enemy shipo is in distance by following the X and Y coordinates registered at bottom left hand side of the screen. The enemy may try to keep the farthest distance away by constantly increasing these numbers by moving the hand controller.

While lasers are being fired, the time remaining stays the same, i.e. opponent fires on enemy with 4 units of time remaining in the game, that time does not change until ship is hit, the score added and the coordinates changed. The game will sound off when time has run out. The winner is the one with the most points.

Chase your friends around in space as they try to avoid you.

LUNAR LANDING (one player only)

Insert card, push button #2 and the game automatically sets up the lunar surface, the green landing pad and the spaceship suspended on the screen.

Below the lunar surface there appear two sets of numbers: at the lower left show the units of fuel remaining in the lunar lander, starting with 99 units. If the player runs fuel to zero, the lunar lander will free fall and crash. The set of numbers at the lower right shows the time elapsed from when the lunar lander appears and starts to land. At the ending of each landing, whether a good landing or a crash landing, a number will appear to the left of the time elapsed from a previous landing. This shows the shortest time elapsed for landing in comparison with this most recent landing.

Either hand controller mayh be used to guide the ship to the landing pad. By pushing forward on the hand controller, the engines fire and fuel is used, registered by reducing the number on the left. By pushing the hand controller to the left, the lander moves left, and by pushing to the right, the lander moves right.

There is a small motion delay in the movement of the lander, so the player must anticipate the reaction of what will happen. As the engines fire, the lander moves upward, giving more time to move the lander into position for a safe landing. The object is to land your spacecraft on the landing pad, without damaging it, in the shortest possible time.

If the lunar lander passes too far to the left or right, so as to move outside of the screen, the lunar lander will appear ont he other side of the screen, moving in the same direction.

Now, give it a try and get that lander down into a soft landing.

Have Fun

Other exciting Videocart cartridges are available from your dealer. For more information, write:

ZIRCON INTERNATIONAL INC.
475 Vandell Way
Campbell, California 95008

Exclusively for use with the Fairchild Video Entertainment Systems Channel F and Channel F System II.

*VIDEOCART is a trademark of Fairchild Camera and Instrument Corporation

Printed in U.S.A.